

LIGHT SPEED

1. \$15 to buy 4 Level 1 + 2 Level II cards.
2. Pay for kept cards and keep change. Cards not purchased go at the bottom of their decks.
3. Market 6 cards for each level
4. First player is highest \$, then highest sector, then roll to break ties.

Player	
1	
2	+1 Money
3	+2 Money
4-7	+1 Economy

TURN STRUCTURE

1. Take turns and roll dice. After roll all players act **SIMULTANEOUSLY**:
 - a. Allocate dice separately or summed
 - b. Roller takes BLUE rewards
 - c. Others take *deployed* RED rewards
 - d. Anyone can take GREEN rewards
2. End game trigger when score of 40 reached:
Finish current round, then one final round.